SCOOBY DOO'S MAZE CHASE™

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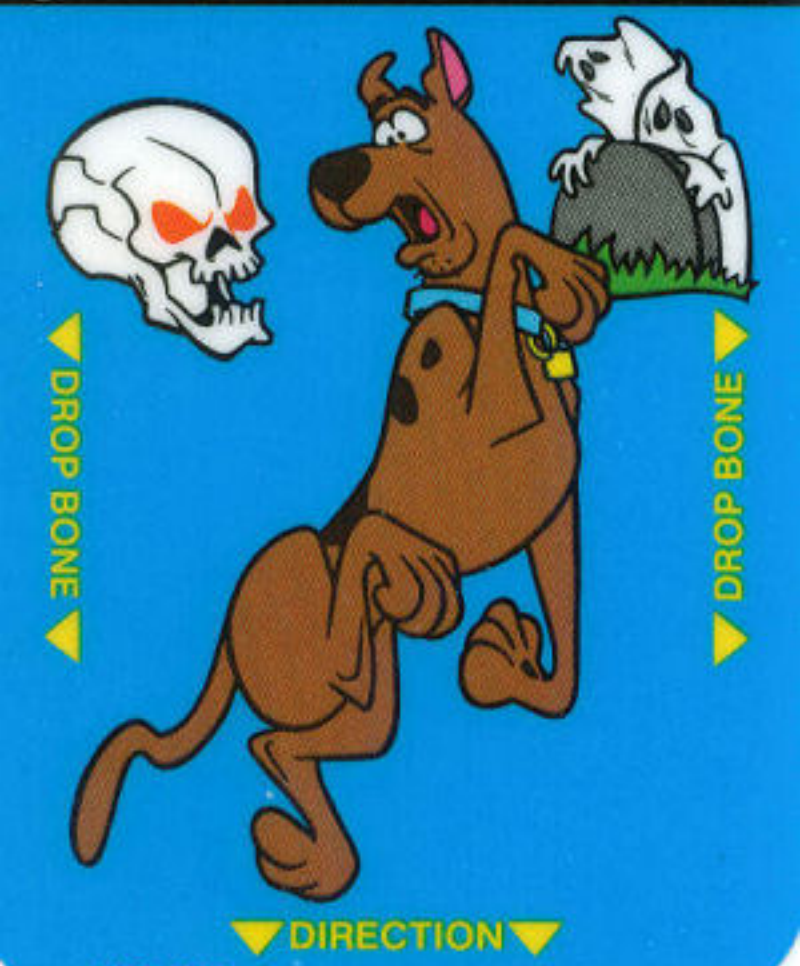

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INTELLIVISION® MATTEL ELECTRONICS™

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SCOOBY DOO'S* MAZE CHASE™

INSTRUCTIONS

USE WITH ANY INTELLIVISION® MASTER COMPONENT, COMPUTER ADAPTOR AND COMPUTER KEYBOARD.

*SCOOBY DOO © 1983 Hanna-Barbera Productions, Inc.

Hanna-Barbera's top dog, Scooby Doo*, is off and running! In practically no time, he must catch three ghosts who can turn on a dime! Then Scooby Doo must grab a sandwich and win a magic bone. Meanwhile, Scooby Doo GETS chased by a skull! There are ten ready-made mazes. Play on these, change them or program your own maze patterns using the computer keyboard.

OBJECT OF THE GAME

Keep Scooby Doo alive and scoring! At the start, Scooby Doo has 3 lives. (Bonus 4th life after 25,000 points.) Skull can be stopped by dropping a magic bone in its path. But all bones must be earned. At harder levels, skull moves much faster!

TRY IT!

1. When the title comes up, press ANY key on the keyboard.
2. To "SELECT MAZE" . . . press keyboard key from [0] to [9] and press [RTN] (RETURN)
3. Select 1 or 2 player game, press keyboard key [1] or [2] and press [RTN]
(In the 2 player game, players TAKE TURNS—watch display.)
4. Press controller [DISC] to make SCOOBY DOO chase & catch each of 3 GHOSTS within 30 seconds of each other.

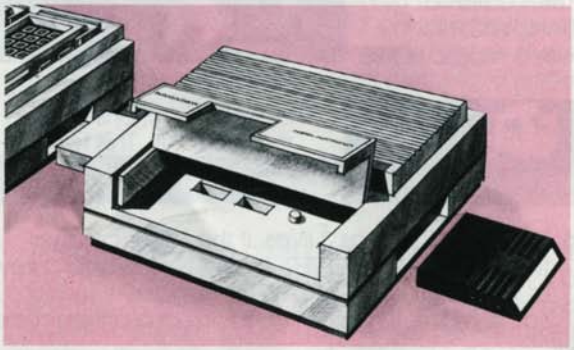
Then catch a SANDWICH to win a magic BONE.

5. Press SIDE buttons to drop a magic BONE. This temporarily stops the skull that keeps chasing Scooby Doo.
6. SCOOBY DOO has 3 lives. If the SKULL catches them all, GAME'S OVER! Press ANY keyboard key to bring up "1 OR 2 PLAYERS" for a new round, same maze. (Press [RESET] to select a different maze.)

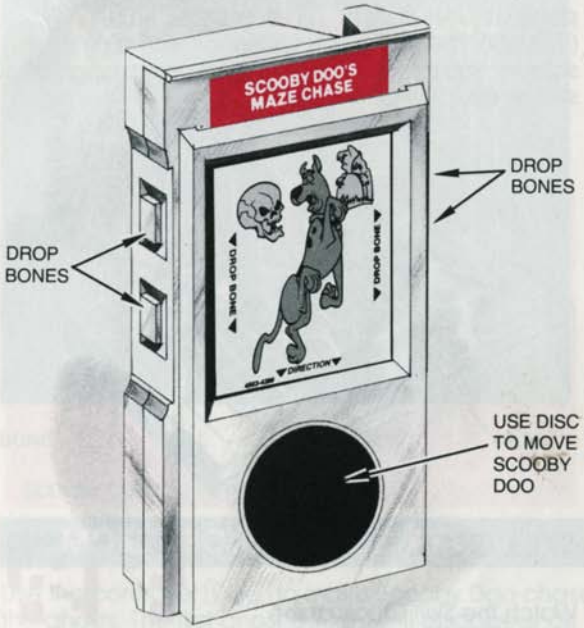
Nice try! But that is just a sample. To really enjoy the whole game, read the rest of this booklet.

YOUR CONTROLS

Slide SCOOBY DOO'S* MAZE CHASE™ overlays into the Hand Controller frames so they cover the keypads. Insert the game cartridge in the Computer Adaptor cartridge slot. Turn the TV and Master Component ON.



YOU WILL NEED A COMPUTER ADAPTOR AND COMPUTER KEYBOARD AS WELL AS AN INTELLIVISION® MASTER COMPONENT TO PLAY THIS GAME.



Any SIDE action button on either Hand Controller will drop a magic bone to block the skull and make him "sleep." (2nd bone may not be dropped while another is still on screen. Bone will STAY where it is until hit by the skull.)

HOW TO START

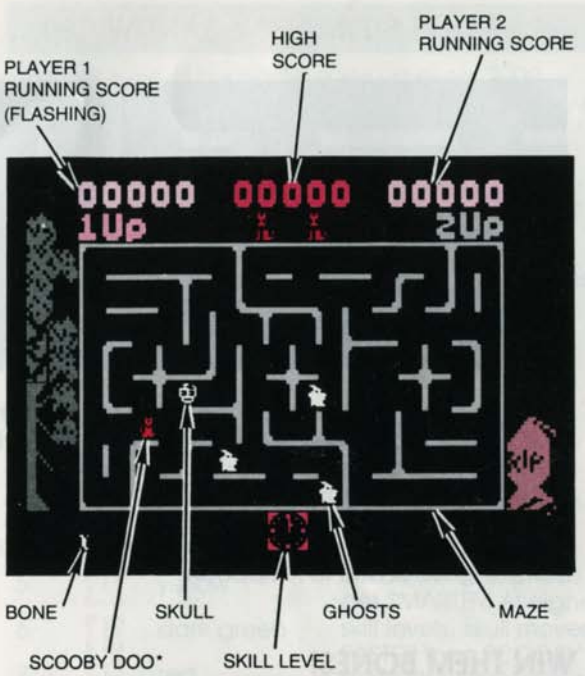
Press ANY keyboard key. When you see . . .

Select Maze

press any key from [0] - [9] and press [RTN] (RETURN). The maze you chose will come on the screen. You'll play on the SAME maze through all 13 skill levels. (See page 7.)

SKILL CLOCK

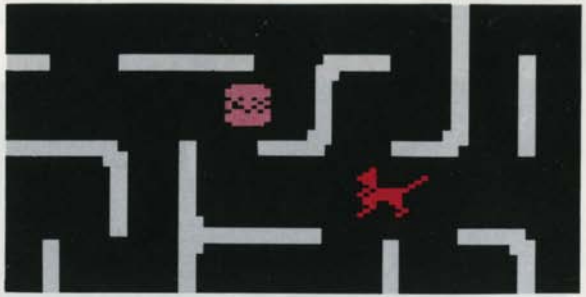
Watch the Skill Clock at the bottom of your screen. Clock hands will show "2 o'clock" for skill level two, etc.



MORE ABOUT GAME PLAY

Use the controller [DISC] to make Scooby Doo chase the ghosts. The first ghost caught will disappear off your screen for exactly 30 seconds. (Watch the screen and see how many points you'll get for that ghost!) The next two ghosts must be caught within that SAME 30 seconds! If you don't do that, the first ghost will reappear in the same place Scooby Doo caught him originally.

GRAB THAT SUBMARINE SANDWICH!



When all three ghosts are caught in 30 seconds, the skull will stop right where it is for 5 seconds. Skull will then vanish and a sandwich will appear. Now for the hard part! Your task is to make Scooby Doo catch his favorite submarine sandwich & eat it up. But all the time you have is the time remaining until that first ghost is due to reappear!

WIN THEM BONES!

When Scooby Doo grabs a sandwich, you've won yourself a magic bone! Dropping a bone in the skull's path will stop it from chasing Scooby Doo! Press any hand controller side action key to drop a magic bone to block the skull and make him "sleep." How LONG the skull will stay asleep depends on the level of difficulty. (At the harder levels, the skull takes short naps only!)

13 SKILL LEVELS

The skill level of the game goes up every 2000 points from the start. (See "Scoring.") When the level goes up, here's what happens . . .

- Maze COLOR will change.
- SKILL CLOCK will change (5 o'clock for 5th skill level, etc.)
- Both ghosts & skull will CHANGE characteristics!

SKILL LEVEL	MAZE COLORS	CHARACTERISTICS
1	light blue	
2	orange	
3	purple	
4	cyan	As the game gets harder, skull & ghosts get SMARTER! At highest skill levels, skull moves FASTER than SCOOBY DOO! The ONLY way to stop it is to drop a magic bone in its path!
5	yellow	
6	dark green	
7	red	
8	pink	
9	light green	
10	blue	
11	gray	
12	white	Maze becomes invisible, can be seen in flashes only.
13	BLANK SCREEN	

SCORING

First ghost caught
(2 left on screen) . . . 50 POINTS

Second ghost caught
(1 left on screen) . . 200 POINTS

Third ghost caught
(none left on screen) . . 750 POINTS

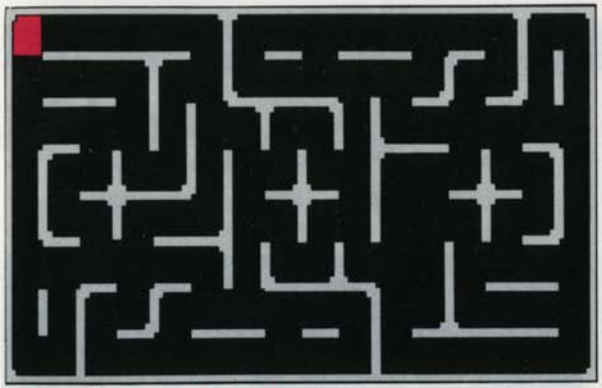
SKILL LEVEL goes up every 2000 POINTS!

BONUS 4TH LIFE FOR SCOOBY DOO AFTER 25,000 POINTS!

CHANGE A MAZE . . .

OR PROGRAM YOUR OWN!

Maybe you'd like to rearrange a preset maze—shift a wall or reposition a corner? Or better still, why not start with blank space and program your OWN original maze design! The EDIT MODE lets you do either or both.



READY-MADE MAZE

To change any of the 10 ready-made maze patterns . . .

1. Answer "SELECT MAZE" by pressing 0-9. (DON'T press RTN as yet.)

2. Press LETTER E on the keyboard. RED CURSOR will appear.

RED CURSOR

3. Use DIRECTION ARROWS to move red cursor.

DIRECTION ARROWS

4. Use keyboard letters U or D or L or R to ERASE a line already there. Or ADD A NEW LINE in a blank space.

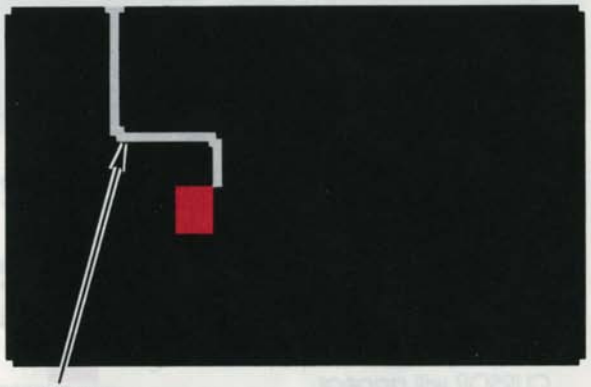
U D L R

UP, DOWN, LEFT, RIGHT

Finished rearranging? Press RTN to bring up "1 or 2 PLAYERS" and continue as usual.

TO PROGRAM YOUR OWN BRAND NEW MAZE DESIGN . . .

1. Answer "SELECT MAZE" by pressing [3] on the keyboard. (DON'T press [RTN] as yet.)
2. Press LETTER [E]. RED CURSOR will appear.



ADD LINES

3. Use DIRECTION ARROWS & LETTERS [U] or [D], or [L] or [R] to program your own maze pattern.

Finished programming your own maze? Press [RTN] to bring up "1 or 2 PLAYERS" and continue as usual.

ONE THING YOU CAN'T DO:

- You cannot erase the four outside border lines.

WINNING TIPS

1. WIN THE BONES! Dropping a magic bone in its path stops the skull, keeps Scooby Doo alive & scoring points!
2. PRACTICE THE MOVES! Press the controller [DISC] at the edges. Practice moving Scooby Doo up, down, right & left.
3. USE A BLANK MAZE FOR PRACTICE. Try it with no walls, or corners to worry about. Watch out for the skull!
4. DON'T GET CAUGHT chasing a ghost into a dead end with the skull following close behind. Avoid a trap!
5. TRY TO INTERCEPT the sandwich instead of chasing it.
6. WATCH WHERE YOU DROP the magic bones! You may have to LEAD the skull into the bone. (This gets a lot harder at higher skill levels!)